// askisi11.cpp : Defines the entry point for the console application.

#include "stdafx.h"

#include <iostream>

using namespace std;

class point {

public:

point(){};

point(double,double);

double getX();

double getY();

double x();

double y();

private:

double X;

double Y;

};

double point::getX(){

return X;

}

double point::getY(){

return Y;

}

double point::x(){

return X;

}

double point::y(){

return Y;

}

point::point(double a, double b){

X=a;

Y=b;

}

point operator+ (point a, point b){//ti epistrefei; dianisma-> point, aeithmos->double

point z(a.x()+b.x(),a.y()+b.y());//blepo tis metavlites X kai Y mesa apo tis sinartiseis x() kai y(), allios den tis kserei

return z;

}

point operator- (point a, point b){

point z(abs(a.x()-b.x()),abs(a.y()-b.y()));

return z;

}

double operator\* (point a, point b){

double z=a.x()\*b.x()+b.y()\*b.y();

return z;

}

point operator- (point a){

point z(-a.x(),-a.y());

return z;

}

ostream &operator<<(ostream &bla, point bli){ //cout |ostream\_\_(tha tou po ti tha kanei me afto)\_\_ostream|

bla<<"("<<bli.x()<<","<<bli.y()<<")"; //kathe fora pou vlepei cout tha kanei afto pou tou leo edo->bla, to bli antiprosopevei tp p3 i opoiodipote allo

return bla;

}

/\*istream &operator<<(istream &blo, point ble){

double a,b;

cout<<"enter the x part of the vector";

blo>>a; //ble.x();

cout<<"enter the y part of the vector";

blo>>b; //ble.y();

return blo;

} \*/

point operator\*(double z, point p){

point a(z\*p.x(),z\*p.y());

return a;

}

int \_tmain(int argc, \_TCHAR\* argv[])

{

// cin>>p1;

point p1(1,8),p2(1,3);

point p3,p4,p6; //thelo na tou po na kanei prosthesi dianismaton

double p5;

// p3=p1+p2;

p3=p1+p1+p2+p2;

p4=-p1-p2+p3;

p5=p3\*p4;

// p6=3\*p1;

p6=3\*(p1+p2);

cout<<p3.x()<<" "<<p3.y()<<endl<<p4.x()<<" "<<p4.y()<<endl<<p5<<endl;

cout<<"p3="<<p3<<endl;

cout<<"p6="<<p6<<endl;

system ("PAUSE");

return 0;

}

